

APPENDIX TO SECOND AMENDMENT AFTER FINAL

Please amend claims 17 and 19 as follows:

17. (Amended) A data processing apparatus having a processor for a game character, said game character comprising:

a reference polygon [polygons]; and

component polygons, wherein no articulating components are included between said reference polygon [polygons] and said component polygons,

wherein the processor stores motion data that is capable of executing a motion for a movement of a game character model, [that includes articulating components, and] computes the reference polygon [polygons] based on a position information of said reference polygon [polygons] in the motion data, [and] places the reference polygon [polygons] in a three-dimensional space, and directly places said component polygons for said reference polygon [polygons] in the three dimensional space based on the position information of said reference polygon without computing said articulating components.

19. (Amended) A data processing apparatus having a processor for a human game character, said human game character comprising:

a reference polygon [polygons]; and

component polygons, wherein no articulating components are included between said reference polygon [polygons] and said component polygons,

wherein the processor stores motion data that is capable of executing a motion for a movement of a game character model [that includes articulating components], and computes and directly places component polygons for said reference polygon [polygons] based on the motion data without computing said articulating components.